

# LHCb Muon Trigger

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1. Introduction
2. Algorithm
3. Performance
4. Implementation
5. Conclusion

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# INTRODUCTION

## Physics motivation for the muon trigger:

- **Selects efficiently channels of interest:**

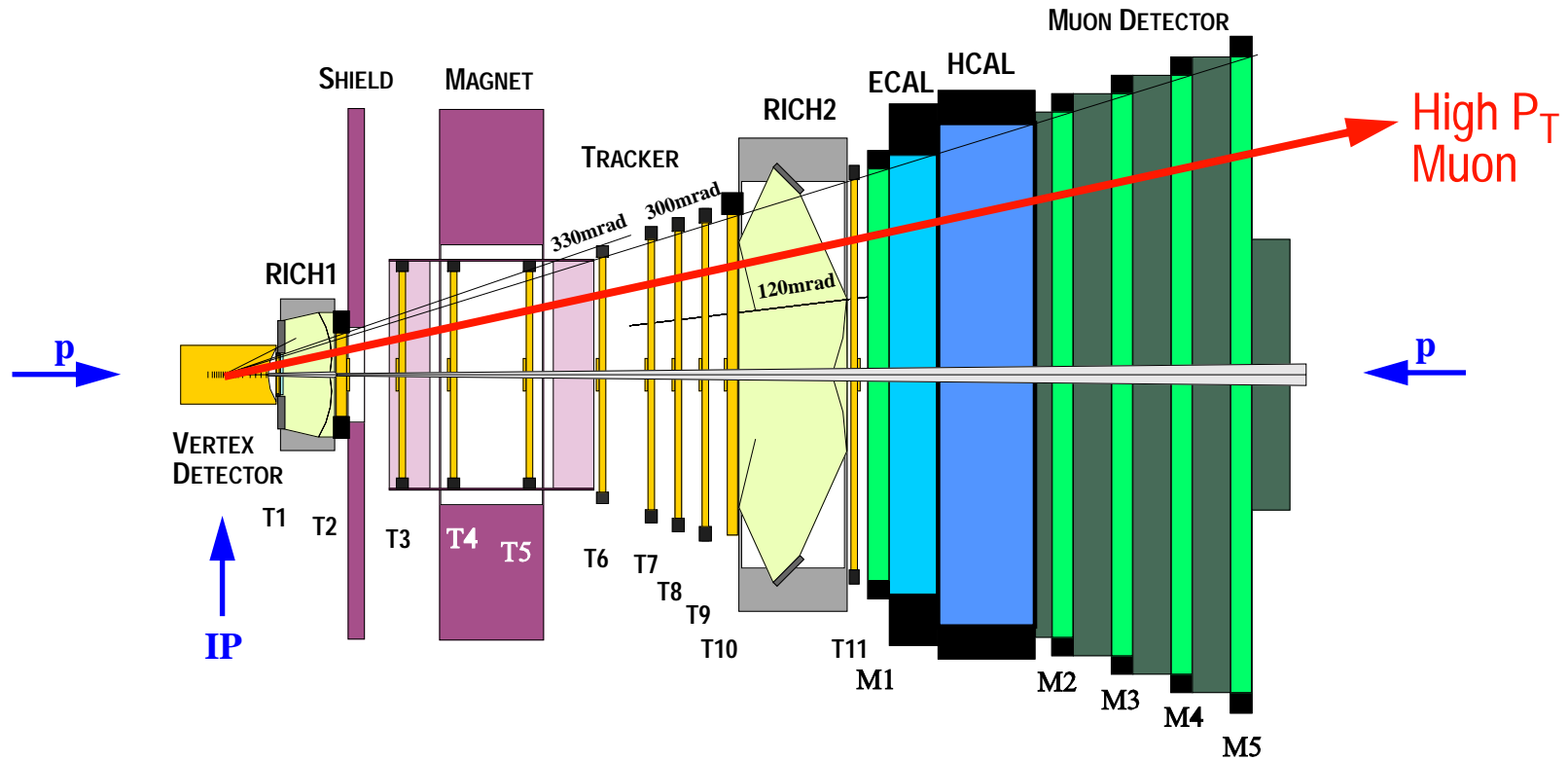
- ↳  $B_d \rightarrow J/\psi(\mu^+\mu^-)K_S$
- ↳  $B_s \rightarrow J/\psi(\mu^+\mu^-)\phi$
- ↳  $B_s \rightarrow \mu^+\mu^-$ ,  $B_{s,d} \rightarrow K^{*0} \mu^+\mu^-$
- ↳ ...

- **Selects generic  $B \rightarrow \mu X$  events**

- ↳ **muon tag**

# INTRODUCTION...

- **The Muon trigger uses information from all the 5 Muon stations**

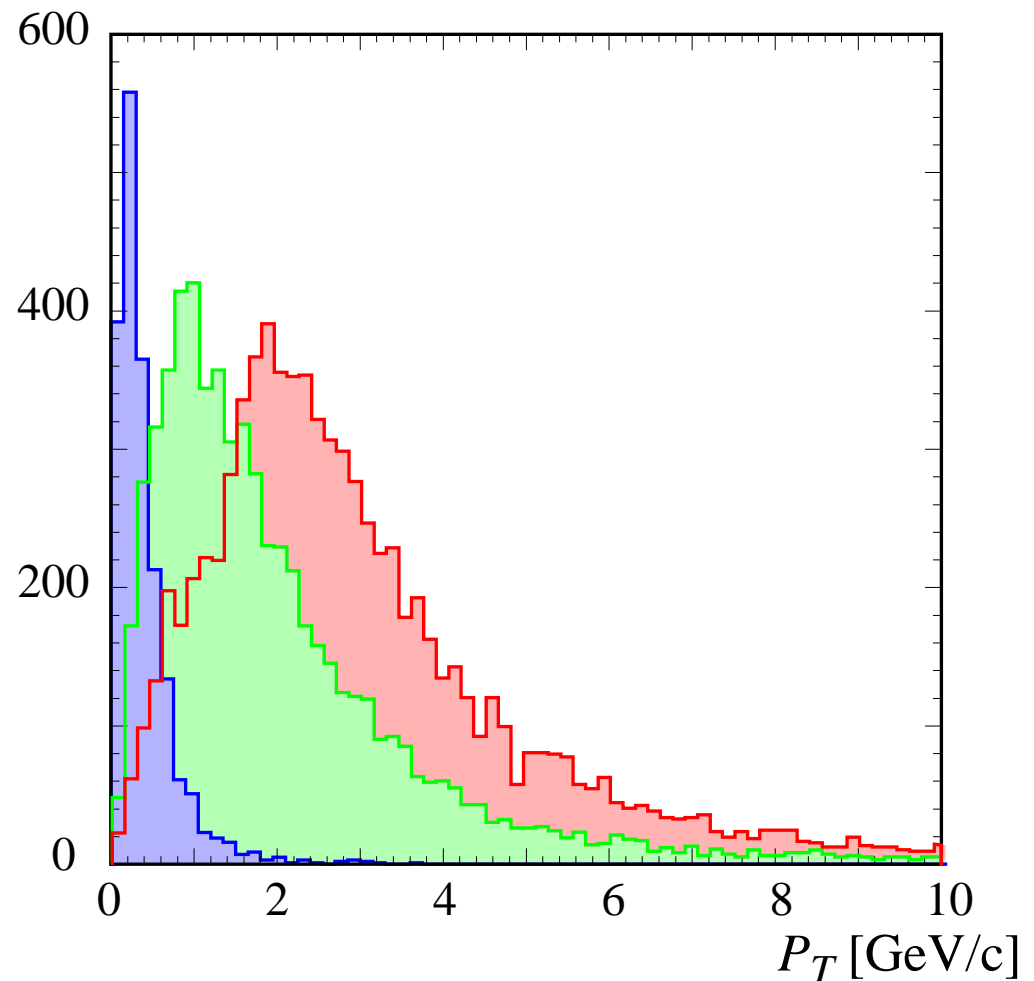


# INTRODUCTION...

- The Muon trigger uses information from the Muon system. The Muon trigger identifies muons in the event and measures their transverse momentum  $P_T$

$P_T$  of the muons hitting the Muon system:

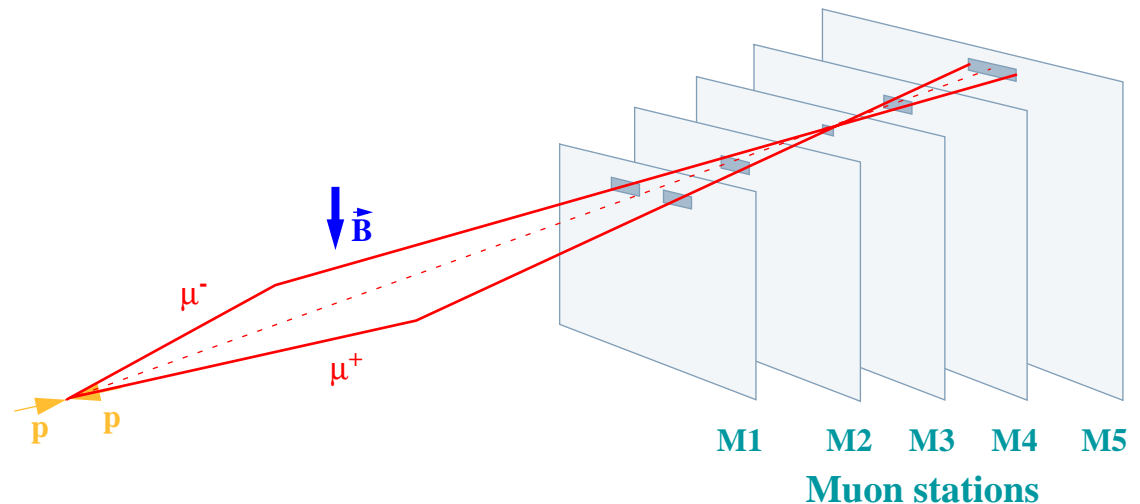
- Muons in Minimum bias events:  $\pi$ 's and  $K$ 's decaying in flight
- Muons from  $B \rightarrow \mu X$  decays
- Highest  $P_T$  muon in  $B_d \rightarrow J/\psi(\mu^+\mu^-)K_S$



# ALGORITHM: MUON TRACK FINDING

## Find muon track candidate

- Find a seed pad hit in station M3
- Find pads within opened search windows in stations M2, M4, M5
- Use pads found in stations M2 and M3 to extrapolate to station M1
- Find a pad within the opened search window in station M1



Muon trigger exploits multiple scattering in the matter of the Muon shield by applying tight search windows while muon track finding.

# ALGORITHM: APPLYING $P_T$ CUT

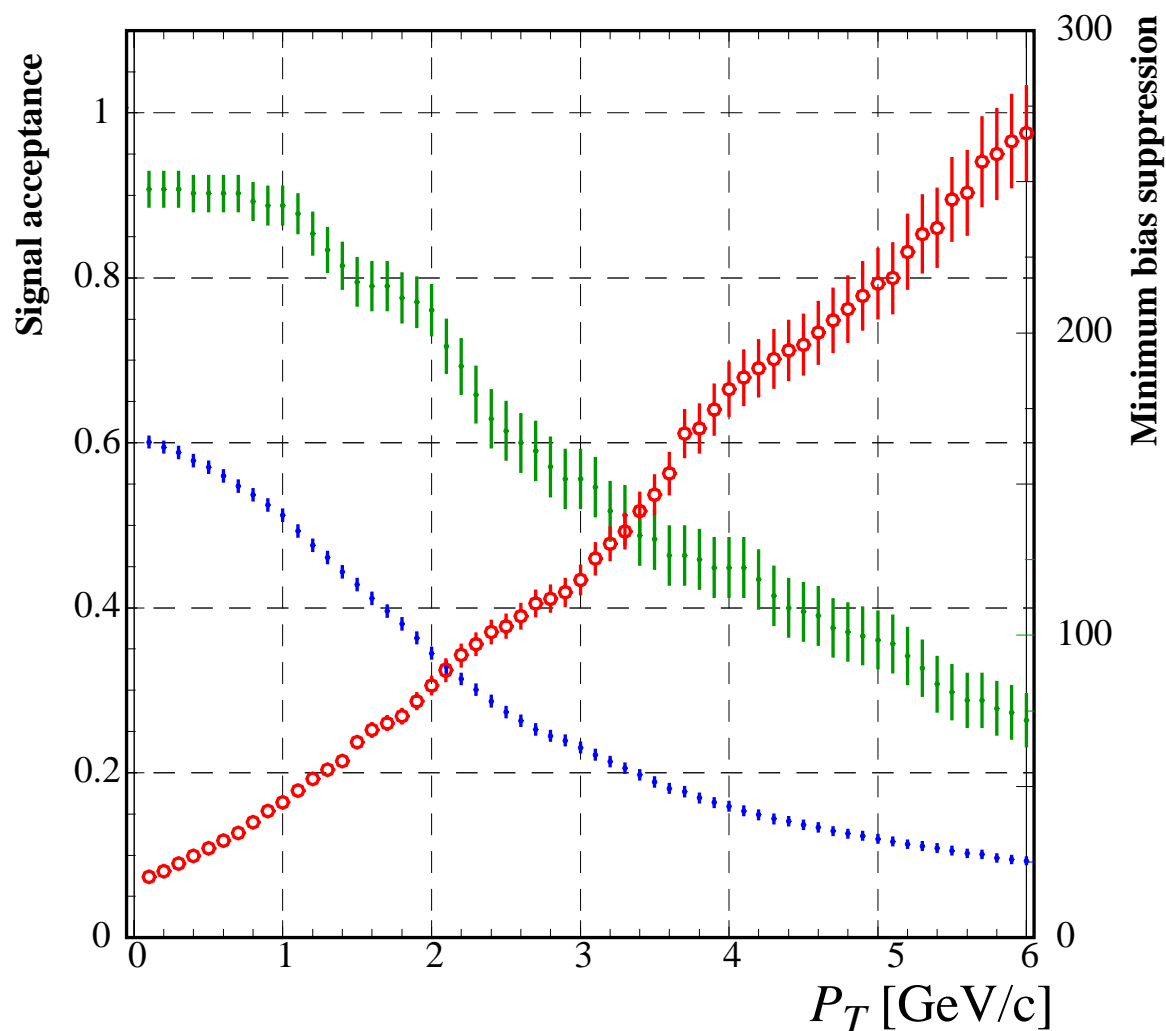
Calculate  $P_T$  of the muon candidate from the pad positions in M1 and M2

**Pt resolution plot**

→ Approximately equal contributions of the Muon chambers precision and multiple scattering in the calorimeters to the  $P_T$  resolution

# PERFORMANCE...

## Efficiency

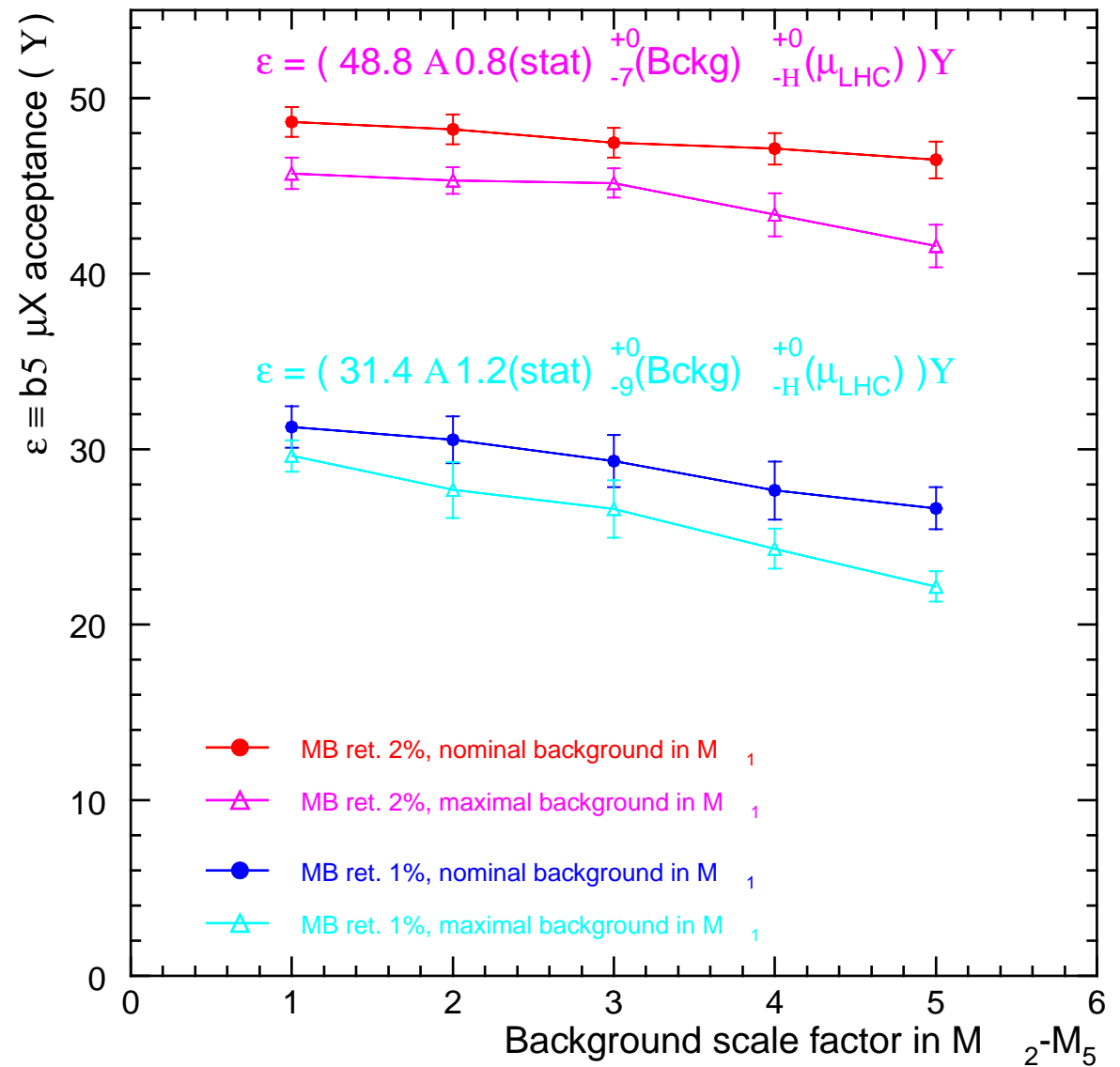


The Muon trigger ensures Minimum bias event suppression factor 50-100

➡ 10 - 20% of the L0 total bandwidth

# PERFORMANCE...

## Robustness against background





# IMPLEMENTATION: REQUIREMENTS AND SOLUTION

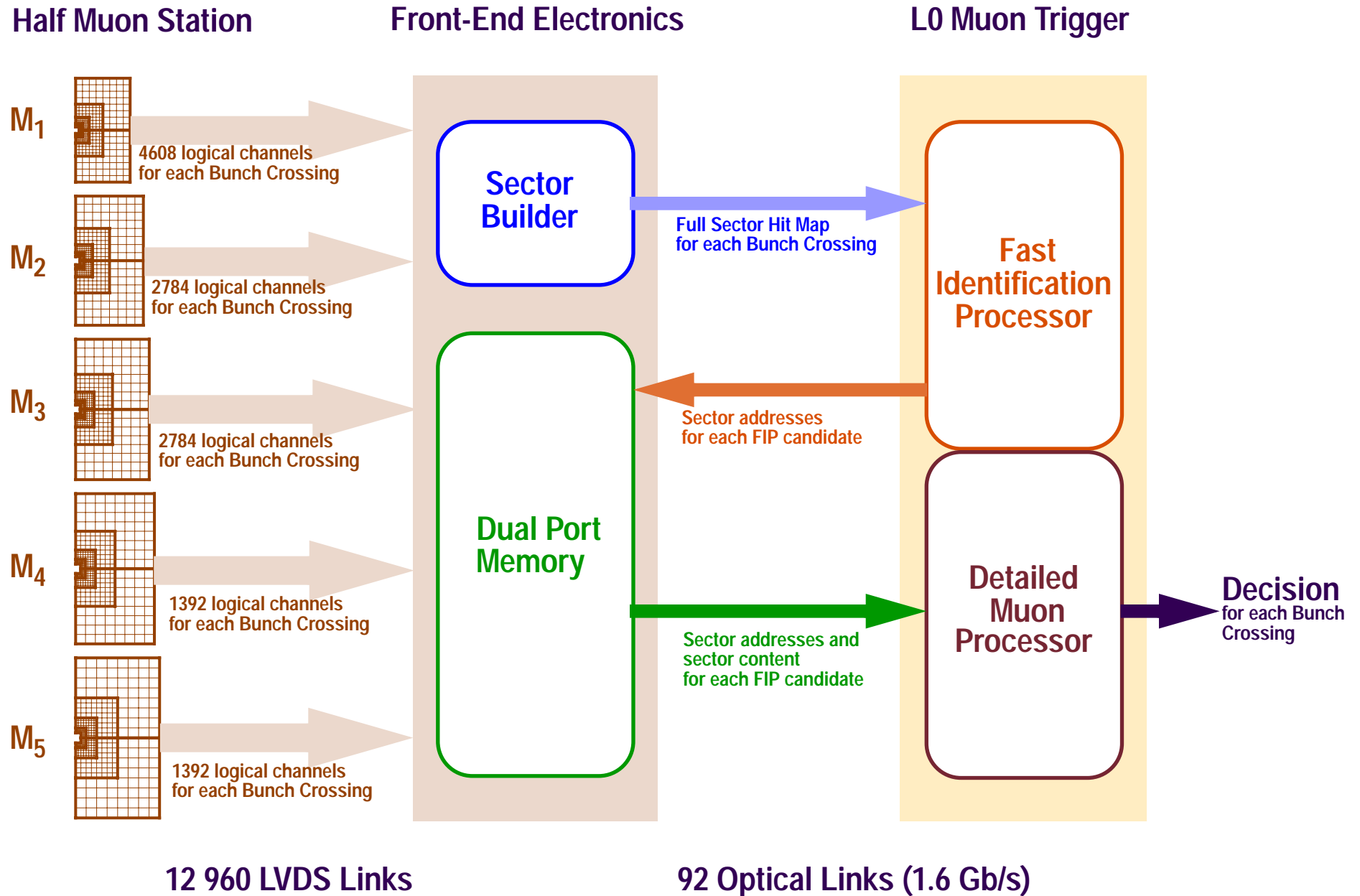
- Muon trigger processor implementation requirements:

- minimal efficiency losses with respect to the “theoretical” algorithm
- minimal amount of data transfer between the processor and the detector front-end electronics
- fixed latency for taking a decision
- easy to monitor and debug

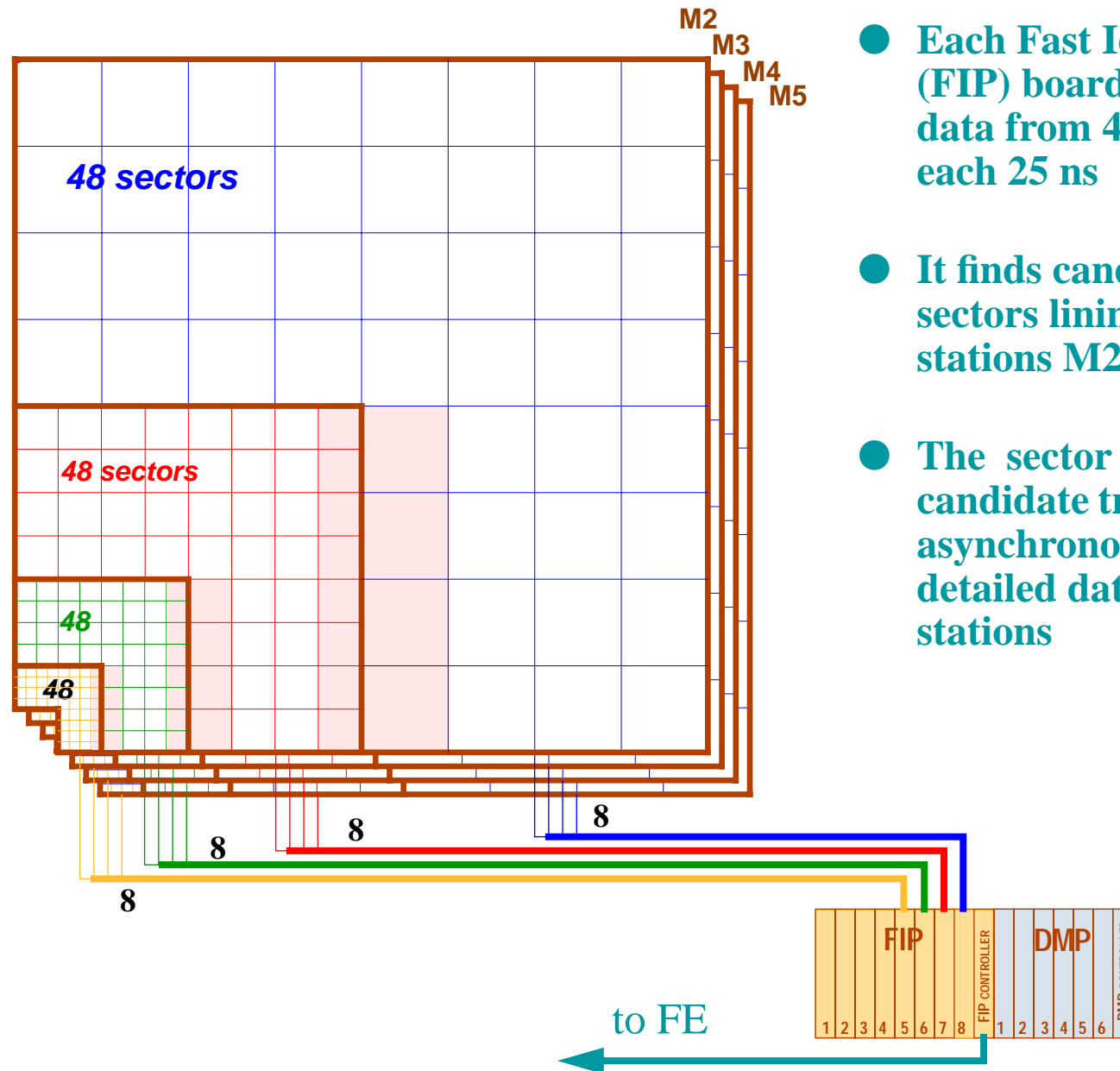
- Specialised hardware processor

- two independant processors for the right and left halves of the Muon System
- two stages of the data processing
  - ➔ reduces the amount of data transfer by a factor of 10

# IMPLEMENTATION: GENERAL ARCHITECTURE

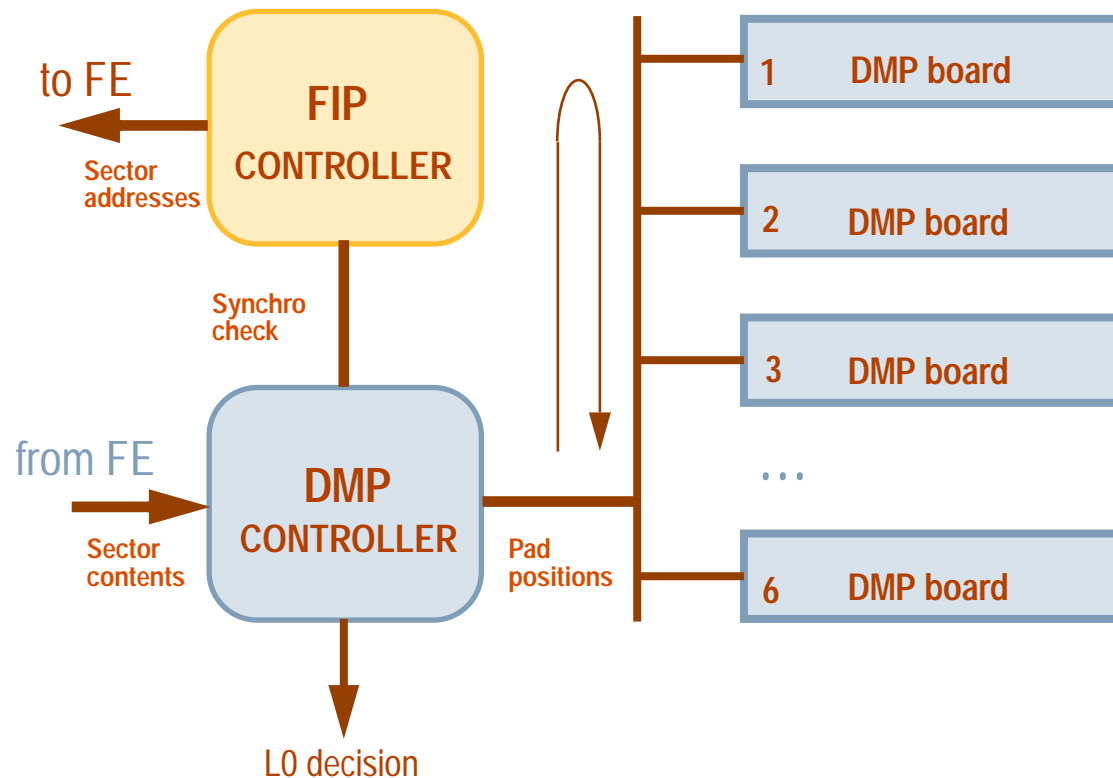


# IMPLEMENTATION: FAST MUON IDENTIFICATION



- Each Fast Identification Processor (FIP) board receives 48×4 sector data from 4 Muon stations M2-M5 each 25 ns
- It finds candidate tracks as a set of sectors lining up in all the 4 Muon stations M2-M5
- The sector addresses defining a candidate track are sent back to FE asynchronously for retrieval of the detailed data from all the 5 Muon stations

# IMPLEMENTATION: DETAILED MUON PROCESSING



- Realizes theoretical algorithm in the area selected by the FIP processor
- Asynchronous processing of track candidates in DMP boards
- Results of the processing are collected by the DMP controller
- DMP controller restores the synchronisation before sending data to the L0 decision box

# IMPLEMENTATION...

## ● Latency

Stage	Time [ns]
FIP Processor	200
ODE interrogation	300
DMP Processor	700
Total	1200

## ● Logistics

- ➡ 2 VME64 crates on the sides of the Muon System
- ➡ 32 9U VME64 boards
- ➡ 184 1.6 Gbit/s optical links
- ➡ up to 12 optical links on a board

# IMPLEMENTATION: TECHNICAL CHALLENGES

- Large amounts of information to be received and processed in one board
  - ↳ using multiple optical links per board (up to 20)
    - data synchronization
    - low power consumption
  - ↳ using circuits of grand integration - very large FPGA's
- Transfer of large amounts of data inside the processor:
  - ↳ exchange of information between the cards:  
point-to-point connection at up to 480 Mhz
  - ↳ collection of data from multiple sources in one destination:  
multipoint (up to 16) connection at 40 MHz

needs specialized backplane
- Synchronisation of a large number of distributed devices
  - ↳ synchronisation protocols

# IMPLEMENTATION: TESTS



- 3 links at 1.6 Gbit/s are operational
  - ➔ several days of work without errors
  - ➔ synchronisation of 2 links with a time offset is demonstrated
- Large FPGA (ALTERA APEX400KE) is functional
  - ➔ 500 I/O channels
  - ➔ Ball Grid Array mounting technique
  - ➔ operation at 40 MHz
- Tests of a custom back planes are under preparation

# CONCLUSIONS AND PROSPECTS

- **The performance of the L0 Muon Trigger processor is very close to the pure theoretical algorithm**